AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) In a system including a plurality of devices that are logically interconnectable over multiple wireless networks that each have a different communication protocol, wherein one or more devices transfer objects to a receiving device over the wireless networks, a method for managing incoming object transfers from the one or more devices without regard to the wireless network used by each of the one or more devices, the method comprising:

     a step for receiving, at a receiving device, one or more object transfers from one or more devices, wherein an object is received at the receiving device in each of the one or more object transfers corresponding to one or more applications;

     a step for generating a corresponding notification regarding the receipt of each object;

     a step for storing each object in a temporary storage of the receiving device;

     for each object in the temporary storage, a step for prompting the user with the corresponding notification, that each object has been received and also providing the user selectable options to either accept or reject each corresponding object;

     a step for persistently storing, at the receiving device, each object that is accepted, and such that the objects received at the receiving device are only stored in persistent memory and subsequently processed by the receiving device upon being accepted by the user in response to the prompting; and

     a step for deleting, at the receiving device, each object that is rejected by the user from the temporary storage, and in such a manner that the deleted objects are deleted without being stored in persistent memory of the receiving device and without being processed by the corresponding one or more applications at the receiving device.

2.   (Original)   A method as defined in claim 1, wherein the step for prompting the user to accept of decline each object further comprises a step for prompting the user to accept or reject all objects currently stored in the temporary storage.

3.   (Original)   A method as defined in claim 2, wherein the step for prompting the user to accept or reject all objects currently stored in the temporary storage further comprises one of:

persistently storing all of the objects on the device that are currently stored in the temporary storage; and

deleting all of the objects from the temporary storage.

4.   (Original)   A method as defined in claim 1, wherein the step for persistently storing each object that is accepted further comprises a step for processing each object with an associated application.

5.   (Original)   A method as defined in claim 1, wherein the temporary storage is a queue.

6.   (Currently Amended) A method as defined in claim 1, wherein the step for receiving one or more object transfers from one or more devices further comprises a step for parsing each object received over the one or more object transfers.

7.   (Original)   A method as defined in claim 6, wherein the step for parsing further comprises and act of extracting identifying information from each object, wherein the identifying information is presented to the user during the step for prompting the user to accept or decline each object, wherein the identifying information comprises a sender identity and an object type.

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8.   (Currently Amended) In a system including multiple sending devices that are able to send an object to a receiving device over one or more wireless networks using different communication protocols and wherein the receiving device is unaware of an identity of at least some of the sending devices, a method for the receiving device to determine which objects received from the sending devices are accepted and incorporated into the receiving device and which objects received from the sending devices are rejected, the method comprising:

receiving each object transfer at the receiving device;

after each object is received, parsing each object to determine identifying information, if available, about the object, wherein the identifying information comprises a sender identity and an object type;

generating a corresponding notification regarding the receipt of each object;

storing each parsed object in a queue;

prompting the user to either accept or reject each object in the queue, with the corresponding notification and selectable options, one at a time until no objects remain in the queue;

processing each accepted object with an associated application of the receiving device to incorporate each accepted object into the device, wherein each accepted object is only processed with the associated application by the receiving device upon first being accepted by the user in response to the prompting; and

deleting each rejected object from the queue upon being rejected and in such a manner that each rejected object is deleted without being processed processing each rejected object with the associated application at the receiving device.

9.   (Original)   A method as defined in claim 8, wherein receiving each object transfer at the receiving device further comprises a step for processing only one object transfer at a time, wherein other object transfers are not processed by the device until a current object transfer is complete.

10.   (Original)   A method as defined in claim 8, wherein receiving each object transfer at the receiving device comprises storing each object is a temporary storage.

11.   (Original)   A method as defined in claim 8, wherein prompting the user to either accept or reject each object in the queue one at a time until no objects remain in the queue comprises prompting the user to either accept or reject all objects in the queue at the same time such that the user is not prompted for each object in the queue.

12.   (Original)   A method as defined in claim 11, further comprising one of:

        processing all objects in the queue if the user accepts all objects; and

        deleting all objects in the queue if the user rejects all objects.

13.   (Original)   A method as defined in claim 8, wherein the associated application is one of a contact application, an address application, and a calendar application, and the object is one of a contact object, an address object, and a calendar object, wherein processing each accepted object with an associated application of the device further comprises one or more of:

        processing contact objects with the contact application on the device;

        processing address objects with the address application on the device; and

        processing calendar objects with the calendar application on the device.

14.   (Original)   A method as defined in claim 8, wherein prompting the user to either accept or reject each object in the queue one at a time until no objects remain in the queue further comprises providing the identifying information to the user in the prompt.

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15.   (Original)   A method as defined in claim 8, further comprising an act of the device partnering with another device, wherein objects received from a partner device are accepted without prompting the user to accept or reject the object received from the partner device.

16.   (Original)   A method as defined in claim 8, further comprises an act of continually listening to receive new objects from other devices.

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17.   (Currently Amended) In a system including a plurality of devices that are logically interconnectable over multiple wireless networks that each have a different communication protocol, wherein one or more devices transfer objects to a receiving device over the wireless networks, a computer program product for implementing a method for managing incoming object transfers from the one or more devices without regard to the wireless network used by each of the one or more devices, the computer program product comprising:

a computer readable medium having computer executable instructions for performing the method recited in claim 1.~~the method comprising:~~

~~a step for receiving one or more object transfers from one or more devices, wherein an object is received at the receiving device in each of the one or more devices;~~

~~a step for storing each object in a temporary storage;~~

~~for each object in the temporary storage, a step for prompting the user to accept or reject each object;~~

~~a step for persistently storing each object that is accepted; and~~

~~a step for deleting each object that is rejected from the temporary storage.~~

18.   (Original)   A computer program product as defined in claim 17, wherein the step for prompting the user to accept of decline each object further comprises a step for prompting the user to accept or reject all objects currently stored in the temporary storage.

19.   (Original)   A computer program product as defined in claim 18, wherein the step for prompting the user to accept or reject all objects currently stored in the temporary storage further comprises one of:

persistently storing all of the objects on the device that are currently stored in the temporary storage; and

deleting all of the objects from the temporary storage.

20.   (Original)   A computer program product as defined in claim 17, wherein the step for persistently storing each object that is accepted further comprises a step for processing each object with an associated application.

21.   (Original)   A computer program product as defined in claim 17, wherein the temporary storage is a queue.

22.   (Currently Amended) A computer program product as defined in claim 17, wherein the step for receiving one or more object transfers from one or more devices further comprises a step for parsing each object received over the one or more object transfers.

23.   (Original)   A computer program product as defined in claim 22, wherein the step for parsing further comprises and act of extracting identifying information from each object, wherein the identifying information is presented to the user during the step for prompting the user to accept or decline each object, wherein the identifying information comprises a sender identity and an object type.

24.   (Currently Amended) In a system including multiple sending devices that are able to send an object to a receiving device over one or more wireless networks using different communication protocols and wherein the receiving device is unaware of an identity of at least some of the sending devices, a computer program product for implementing a method for the receiving device to determine which objects received from the sending devices are accepted and incorporated into the receiving device and which objects received from the sending devices are rejected, the method comprising:

a computer readable medium having computer executable instructions for performing the method recited in claim 8., the method comprising:

~~receiving each object transfer at the receiving device;~~

~~after each object is received, parsing each object to determine identifying information, if available, about the object, wherein the identifying information comprises a sender identity and an object type;~~

~~storing each parsed object in a queue;~~

~~prompting the user to either accept or reject each object in the queue one at a time until no objects remain in the queue;~~

~~processing each accepted object with an associated application of the device to incorporate each accepted object into the device; and~~

~~deleting each rejected object from the queue without processing each rejected object with the associated application.~~

25.   (Original)   A computer program product as defined in claim 24, wherein receiving each object transfer at the receiving device further comprises a step for processing only one object transfer at a time, wherein other object transfers are not processed by the device until a current object transfer is complete.

26.   (Original)   A computer program product as defined in claim 24, wherein receiving each object transfer at the receiving device comprises storing each object is a temporary storage.

27.   (Original)   A computer program product as defined in claim 24, wherein prompting the user to either accept or reject each object in the queue one at a time until no objects remain in the queue comprises prompting the user to either accept or reject all objects in the queue at the same time such that the user is not prompted for each object in the queue.

28.   (Original)   A computer program product as defined in claim 27, further comprising one of:

      processing all objects in the queue if the user accepts all objects; and

      deleting all objects in the queue if the user rejects all objects.

29.   (Original)   A computer program product as defined in claim 24, wherein the associated application is one of a contact application, an address application, and a calendar application, and the object is one of a contact object, an address object, and a calendar object, wherein processing each accepted object with an associated application of the device further comprises one or more of:

      processing contact objects with the contact application on the device;

      processing address objects with the address application on the device; and

      processing calendar objects with the calendar application on the device.

30.   (Original)   A computer program product as defined in claim 24, wherein prompting the user to either accept or reject each object in the queue one at a time until no objects remain in the queue further comprises providing the identifying information to the user in the prompt.

31.   (Original)   A computer program product as defined in claim 24, further comprising an act of the device partnering with another device, wherein objects received from a partner device are accepted without prompting the user to accept or reject the object received from the partner device.

32.   (Original)   A computer program product as defined in claim 24, further comprises an act of continually listening to receive new objects from other devices.

33.   (Currently Amended) In a device that has one or more ports for receiving and transferring objects over one or more wireless networks that have different communication protocols, a method for managing objects received from other devices without regard to which network the objects were transferred over and without regard to the different communication protocols of the networks, the method comprising:

receiving one object at a time over each of the one or more ports of a receiving device, wherein other object transfers are ignored or are postponed until a current object transfer is completed at each port;

detecting each received object at the receiving device, wherein each received object is parsed;

generating a corresponding notification regarding the receipt of each object;

after each object has been parsed, storing each object in a temporary queue;

notifying a user with the notification that an object has been received via a global prompt, wherein the global prompt allows a user to accept a current object corresponding to the notification, reject the current object, accept all objects currently in the temporary queue, or reject all objects in the temporary queue;

persistently storing each object accepted by the user at the receiving device only upon first being accepted; and

deleting each object rejected by the user from the temporary queue and in such a manner that the deleted objects are deleted without being stored in persistent memory of the receiving device and without being processed by corresponding applications at the receiving device.

34.   (Original)   A method as defined in claim 33, wherein detecting each received object at the device further comprises identifying a sender of each object and identifying a type of each object.

35.   (Original)   A method as defined in claim 34, wherein persistently storing each accepted object at the device further comprises processing each accepted object with an application associated with the type of each accepted object.

36.   (New) A method as recited in claim 1, wherein the notification is generated with information from the object transfer, rather than the object, that specifies a type of the corresponding object and a sender of the object.

37.   (New) A method as recited in claim 1, wherein the step for prompting includes prompting the user multiple times based on at least one of a certain amount of time and a predetermined schedule.

38.   (New) A method as recited in claim 1, wherein the notification also indicates to the user a total number of objects that have been received and that are stored in the temporary storage of the receiving device.